CHILD COMIC DEVELOPMENT WITH THE THEMES OF PREVENTION COVID-19: VALIDATION ANALYSIS

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ABSTRACT

The purpose of this study is to describe the feasibility of making children's comics with the theme of preventing COVID-19. This research is a research and development study. This research method is research aimed at producing certain products and testing the effectiveness of these products. The method used by researchers this time is the model developed by Thiagarajan, namely the Four-D model. The Four-D development model consists of 4 main stages, namely: define, design, develop and disseminate (Sugiyono, 2015). The results of this study are seen from the results of the validation of the material with a value of 86% in the proper category, while the results of the validation of the media experts with the results of the assessment of 87.08% with the conclusion of this study that this comic media is suitable for children to use and read.

ABSTRAK

Tujuan penelitian ini adalah mendeskripsikan kelayakan dalam pembuatan komik anak dengan tema pencegahan COVID-19. Penelitian ini merupakan penelitian pengembangan atau *Research and Development*. Metode penelitian ini merupakan penelitian bertujuan untuk menghasilkan produk tertentu dan menguji keefektifan produk tersebut. Metode yang digunakan peneliti kali ini adalah model yang dikembangkan oleh Thiagarajan yaitu model *Four-D*. Model pengembangan *Four-D* terdiri atas 4 tahap utama yaitu: *define* (pendefinisian), *design* (perancangan), *develop* (pengembangan) dan *disseminate* (penyebaran) (Sugiyono, 2015). Hasil penelitian ini dilihat dari hasil validasi materi dengan nilai 86% dengan kategori layak, sedangkan pada hasil validasi ahli media dengan hasil penilaian 87.08% dengan simpulan penelitian ini bahwa media komik ini layak digunakan dan dibaca anak

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INTRODUCTION

Responding to the spread of covid-19, the Government has taken steps to reduce the number of spread in this matter, through the circular of the Minister of Education and Culture of the Republic of Indonesia Number 3 of 2020 concerning the prevention of coronavirus disease (COVID-19) in educational units. The Minister of Education and Culture of the Republic of Indonesia has instructed education units in their respective work areas to be able to prevent the spread of the coronavirus disease (COVID-19). Prevention of the spread of covid-19 is carried out in several ways, one of which is by providing explanations to children about the

dangers of COVID-19 and how to prevent it, because with this explanation it is hoped that children will be able to understand how to prevent COVID-19.

However, explanations to children will have difficulty if the way they are conveyed is not right so that the children will not understand what the adults say. Like giving an explanation of the language of COVID-19 or how to prevent it, they will always wonder what kind of thing? Because they do not have enough knowledge in their schemata so interpretation will be difficult. Children's knowledge will be obtained from their family, neighbors, friends, and school or even from everything they hear (Otto, 2015). However, children will easily learn something depicted, such as comics which provide details of events with detailed pictures from which the child's knowledge will increase.

The comic comes from the English word "comic" which means anything funny and entertaining (Complete English-Indonesian Dictionary, 1991). The general Indonesian dictionary explains that comics are pictorial reading or pictorial stories with the intention that comics are just pictures. The images that are arranged and collected into a story are meant to convey a message (Kurniaman, 2018). The message to be conveyed to children must have the meaning of clarity of the story of how children can understand and take precautions against the spread of COVID-19 which is currently hitting Indonesia.

Seeing the nature of children who tend to imitate through the actions they see will affect the child's character, therefore this comic media is a medium that can be used to shape children's characters because through the presentation in comics in the form of images seen and stories read so that children can imitate this in his daily life (Putri, 2019). This is reinforced by several studies concluding that the pictures contained in this comic, make it easier for teachers to convey messages or learning materials (Noviana, et al, 2019).

Based on this explanation, researchers researched the development of children's comics with the theme of preventing COVID-19 to be able to help teachers and even the government in preventing or educating in the prevention of COVID-19. However, in this study, the researchers limited the discussion by discussing the validation analysis of children's comic development products with the theme of preventing COVID-19. The formulation of the problems in this study are: (1) How to develop comic book media for the prevention of COVID-19 for elementary school students? and (2) What is the feasibility of comic book media for COVID-19 prevention for elementary school students? The purpose of this study was to describe how to develop and the feasibility of children's comic media with the theme of preventing COVID-19 for elementary school students. The benefits in this study are (1) for students, it can be used for learning and giving students pleasure in reading; (2) for teachers, it can be used as an alternative for learning media in preventing COVID-19; and (3) for other researchers, as input to motivate the emergence of inspiration or new ideas in the context of developing comic media for the prevention of COVID-19 for elementary school students, and can be used as a reference for further research.

The use of media in the learning process is intended as an intermediary for delivering messages, one of which is used in learning, because learning media can be used to transmit messages (learning materials) so that it can stimulate student attention, interest, thoughts, and feelings in learning activities to achieve learning goals. In line with this, according to Sahid (2016) without learning media the teaching and learning process cannot occur. Also, learning media is a tool that is physically used by teachers and students in teaching and learning activities so that social interactions are formed that cause student curiosity to further improve learning achievement (Usman, 2006).

One of the learning media used is comics. Comics are picture stories with little writing in comics just to explain the pictures: Metalanguage-sometimes even pictures without deafness

because the pictures speak for themselves. Comics are an art form that uses immovable images arranged in such a way as to form a storyline Nurgiyantoro (2013). Furthermore, comics are generally defined as a cartoon form that expresses characters and applies a story in a sequence that is closely related to images and is designed to provide entertainment to readers (Daryanto, 2013).

Comics as learning media is a tool that functions to convey learning messages, in this context learning refers to the communication process between students and learning resources (comics). The advantages of comics are that they can motivate students during the teaching and learning process, comics consist of pictures that can improve the quality of learning and arouse students' interest in reading (Walyuyanto, 2005). Meanwhile, the comic elements are: (a) opening page; (b) content page; (c) comic covers; (d) splash page; and (e) Double-spread page.

METHOD

This research is a research development or Research and Development. This research method is research aimed at producing certain products and testing the effectiveness of these products. The method used by researchers this time is the model developed by Thiagarajan, namely the Four-D model. The Four-D development model consists of 4 main stages, namely: define, design, develop and disseminate (Sugiyono, 2015).

The product developed is then tested for its feasibility with validity and product testing to determine the feasibility of the covid-19 prevention comic media for elementary school students, namely: (a) the definition stage, this stage is useful for determining and defining needs in the learning process and gather various information related to the product to be developed; (b) the design stage, this design stage aims to design the presentation of a comic media that will be used; (c) the development stage (develop), this stage aims to produce revised comic media based on expert input and trials with students. Validation in this stage is as follows: expert validation (expert appraisal) and product testing (development testing); and (d) dissemination stage, the objective of this stage is to disseminate comic book media.

The research data is in the form of the results of validation assessments conducted with media experts, material experts, and 1 primary school teacher as field experts. The aspect of assessment assessed by experts is made on a Likert scale with a score of 1-4. Using this scale can provide freedom to the validator in assessing the media is designed. The comics developed can be tried out if the validator's average rating is categorized as feasible and very feasible. Media validation is determined by the average score for each aspect obtained from the validator with the following formula:

$$\frac{\text{Total Score of Acquisition}}{\text{Max Score Acquisition}} \text{X}100$$

Table 1. Percentage of Media Feasibility Validity Criteria

Interval mean score (%)	Category
81-100	Very Decent
61-80	Decent
41-60	Decent Enough
21-40	Not Decent
<21	Very Not Decent

(Source: Arikunto in Ernawati, 2017)

RESULTS AND DISCUSSION

Comic validation was carried out with 3 validators, namely: 2 experts, and 1 grade II teachers. In the validation process, comic revisions were also carried out which were made several revisions according to suggestions and input by the validator. Comics improvements can be in the form of improvements to graphic images, materials, grammar, and so on. After making revisions, the validator will provide an assessment of the comic according to the comic validation instrument. The following shows the validation results of material experts, media experts, and field experts to assess the feasibility of the product being developed.

Table 2. Material Expert Validation Data

No	Assessment Aspects	Average Percentage of Each Aspect	Validation Category
1	The simplicity of image display	85%	Very Decent
2	Storyline emphasis	83.5%	Very Decent
3	The integration of paragraphs for each storyline	90%	Very Decent
	Average Eligibility	86 %	Very Decent

From the data on the feasibility of the material used in the comic media, three aspects are consisting of several indicators that are assessed by material expert validators. The aspect of simplicity, there are six indicators used to assess the simplicity of the material or content of the product being developed, in this aspect a percentage score of 85% is obtained. with a very decent category. Based on this data, it provides information that the comic material from the aspect of simplicity encourages students' desire to learn, read and seek new information, use simple sentences, use words that do not contain multiple meanings, sentences are not too long, word choice in the description of simple material and easy to understand, and use simple words according to everyday student language. In the aspect of emphasis, there are four indicators used to assess the emphasis of the material used to read the beginnings of elementary school students, in this aspect, a percentage score of 83.5% is obtained with the very feasible category. Based on this data, it provides information that the material emphasis is clear and can stimulate students' creativity, involving events around the student's environment, the suitability of the concept with the subject matter, and the suitability of the material with the basic competencies contained in the applicable curriculum. Aspects of integration, there are two indicators used to assess the cohesiveness of the material used for the developed comic media, in this aspect, it scores 90% in the very feasible category. Based on this data, it provides information that the integration of the material has a clear storyline in comics and the material can be well organized.

The average feasibility of the material used for the appropriateness of comic media in pre-reading in elementary schools as a whole gets a percentage of 86% in the very feasible category. Based on the analysis and information from all aspects analyzed and assessed by the validator, the product design that was developed, namely comic media as a medium of learning in reading beginnings in elementary schools, is very feasible to be used as a learning medium for pre-reading in elementary schools.

Table 3. Media Expert Validation Data

No	Assessment Aspects	Average Percentage of Each Aspect	Validation Category
1	Content eligibility	85.3%	Very Decent
2	Language	86%	Very Decent

3	Presentation	80%	Decent
4	Graphics	97%	Very Decent
	Average Eligibility	87.08%	Very Decent

Data on the feasibility of validation by media experts table 3 above, four aspects are consisting of several indicators that are assessed by the validator. In the aspect of content feasibility, there are three indicators used to assess the feasibility of the product being developed. In the aspect of content feasibility, the percentage score is 85.3% with the very feasible category. Based on this data it provides information that the product design developed in this aspect as per the characteristics of elementary school students, per the characteristics of the learning styles of elementary school students, and the characteristics of the scientific approach. In the linguistic aspect, there are two indicators used to assess the language used in comic media. In this linguistic aspect, the percentage score is 86% with a very decent category. Based on this data, it provides information that the design of this product uses communicative language and the sentences used in this product use Indonesian language rules. In the presentation aspect, there are two indicators used to assess the presentation of the product design being developed, in this aspect, a percentage score of 80% is obtained with the feasible category. Based on this data, it provides information that the product design developed is easy to use for elementary school students and the presentation of this media is neat and systematic.

In the graphic aspect, three indicators are used to assess the feasibility of the product being developed. In this aspect, the percentage score is 97% in the very feasible category. Based this data, provides information that the typeface, font size, and writing spacing are proportional to the appearance of a comic that is made easy to read by elementary school students, the use of composition and color combinations in this product is appropriate and harmonious and the product image design is designed to be attractive and has a character. who has character? The average product feasibility developed as a whole on the validation data of media experts is 87.08% with the very feasible category. Based on the analysis and information from all aspects analyzed and assessed by the validator, the product design developed, namely comic media as a learning medium for reading beginnings in elementary schools, is very suitable for use as instructional media in pre-reading in elementary schools.

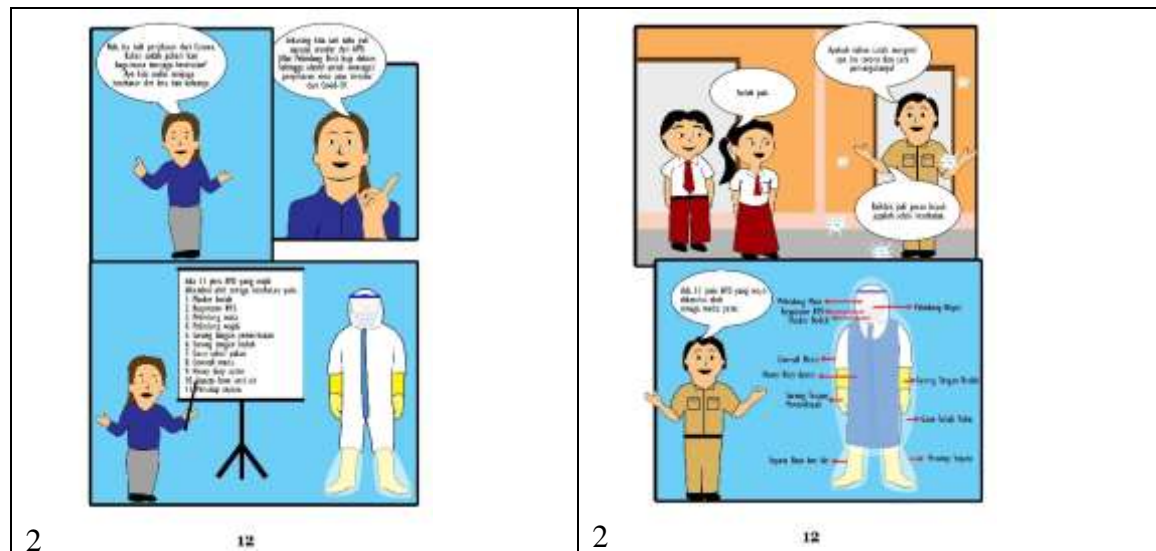| Before Validation	After being validated
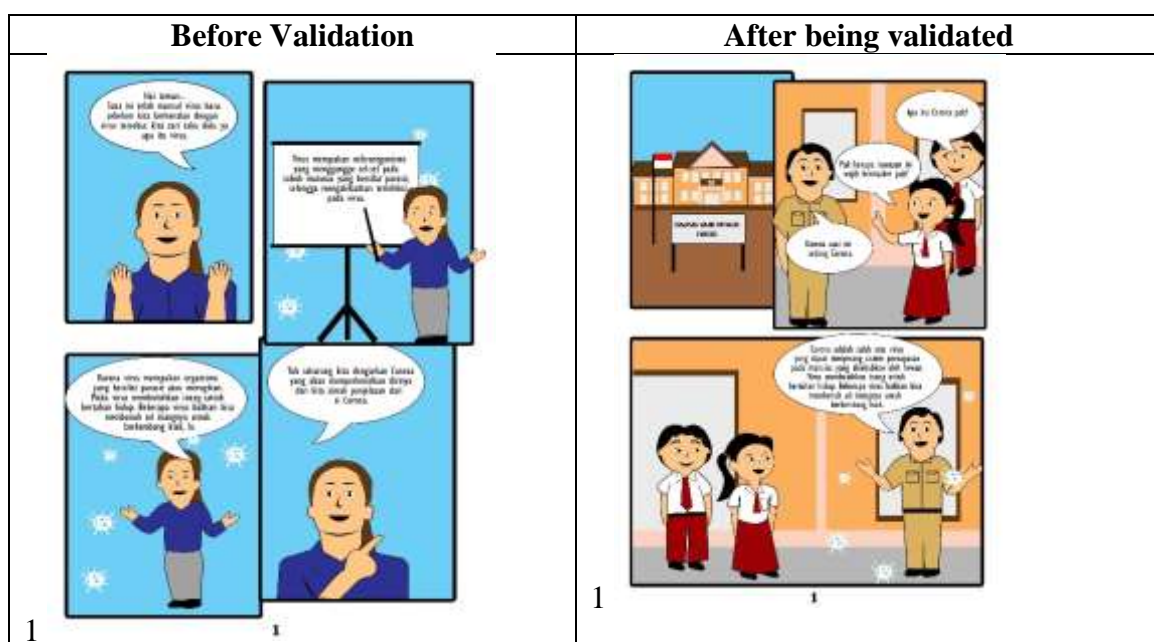
Figure 1. Image Validation Results

The purpose of the revision was to make it so that the comic learning media in reading the beginning that the researcher developed could be adapted to elementary school students so that it was suitable for use. The improvements made in the first picture in the table have been made improvements which initially only show one person to several people between the teacher and students so that the atmosphere of the interaction between the teacher and students in the picture can be seen. Furthermore, the improvements in the second picture are changing a woman to a male teacher and changing the instructions for 11 PPE tools for health workers so that students can more easily understand what PPE tools are for health workers.

CONCLUSION

The conclusion in this study is that the development of children's comics with the theme of preventing Covid-19 after experiencing validation by experts and practitioners that this comic is suitable for reading by elementary school children. This comic is expected to provide very important information so that it can provide understanding and knowledge about the dangers of the Covid-19 virus, which is currently still experiencing an increase in its spread.

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